

**City University of Hong Kong  
Course Syllabus**

**offered by School of Data Science  
with effect from Semester B 2020/21**

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**Part I Course Overview**

<b>Course Title:</b>	Dynamic Programming and Reinforcement Learning
<b>Course Code:</b>	SDSC6007
<b>Course Duration:</b>	One Semester
<b>Credit Units:</b>	3
<b>Level:</b>	P6
<b>Medium of Instruction:</b>	English
<b>Medium of Assessment:</b>	English
<b>Prerequisites:</b> <i>(Course Code and Title)</i>	Nil
<b>Precursors:</b> <i>(Course Code and Title)</i>	Nil
<b>Equivalent Courses:</b> <i>(Course Code and Title)</i>	Nil
<b>Exclusive Courses:</b> <i>(Course Code and Title)</i>	Nil

## Part II Course Details

### 1. Abstract

The course introduces Dynamic Programming - the basic models and solution techniques for problems of sequential decision making under uncertainty, and Reinforcement Learning - a framework for learning through an autonomous agent's trial and error interaction with the world to make near optimal decisions.

The course will cover the following foundational materials related to dynamic programming and reinforcement learning, including Markov decision processes, value functions, Monte Carlo estimation, dynamic programming, temporal difference learning, and function approximation. The objective of this course is to help students develop intuitive understandings of these advanced optimization and learning methods and algorithms, familiarize with the mathematical theories of these methods and algorithms, and be able to apply Dynamic Programming and Reinforcement Learning techniques to solve real-world problems.

### 2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs	Weighting (if applicable)	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
			A1	A2	A3
1.	Understanding of the basic ideas, concepts and principles of dynamic programming and reinforcement learning	10%	✓	✓	
2.	Understanding of the theories and solution methodologies for optimal control, dynamic programming and reinforcement learning	60%	✓	✓	✓
3.	Able to formulate various problems to be dynamic programming/reinforcement learning problems and implement the correct solvers to solve them	15%		✓	
4.	Understanding of the applications of dynamic programming and reinforcement learning in real world	15%	✓	✓	✓
		100%			

A1: Attitude

*Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.*

A2: Ability

*Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.*

A3: Accomplishments

*Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.*

### 3. Teaching and Learning Activities (TLAs)

(TLAs designed to facilitate students' achievement of the CILOs.)

TLA	Brief Description	CILO No.						Hours/week (if applicable)
		1	2	3	4			
Lectures	Introduce key knowledge points of dynamic programming and reinforcement learning methods covered in this course	✓	✓	✓	✓			29 hours/sem
Tutorial Sessions	The tutorial sessions help students with more explanation and exercises to familiarize themselves with the methods learnt during the lectures. Assist students to develop the ability of implementing dynamic programming and reinforcement learning algorithms.	✓	✓	✓	✓			10 hours/sem

#### 4. Assessment Tasks/Activities (ATs)

(ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities	CILO No.					Weighting	Remarks
	1	2	3	4			
Continuous Assessment: <u>100</u> %							
<u>Group Project</u> Students will be assessed via course projects in demonstrating their ability in solving dynamic programming and reinforcement learning problems. Students will present their projects to their peers, and they will write feedbacks for others' presentations. Students will also write a report on their project. Possible topics include state-of-the-art reinforcement learning algorithms and theories, as well as advanced topics in reinforcement learning that are not covered in lectures.	✓	✓	✓	✓		30%	
<u>Assignments</u> Students are required to understand knowledge and apply methodologies learned from the course in solving some problems.	✓	✓	✓	✓		30%	
<u>Midterm/in-class exams</u> Students will be assessed via the examination in their understanding of concepts and mastering methodologies and technologies in solving dynamic programming problems and reinforcement learning problems learned in class.	✓	✓	✓	✓		40%	
						100%	

## 5. Assessment Rubrics

*(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)*

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
1. Assignments	Based on submitted written work to evaluate understanding of the knowledge of dynamic programming and reinforcement learning learned in class.	High	Significant	Moderate	Basic	Not even reaching marginal levels
2. Midterm /in-class exams	Based on submitted written work and programming code to evaluate the understanding of the core concepts of reinforcement learning and dynamic programming, as well as the usage of different dynamic programming and reinforcement learning algorithms.	High	Significant	Moderate	Basic	Not even reaching marginal levels
3. Course project	Based on submitted written work and oral presentation to evaluate students' synthesis ability and clarity, their knowledge of dynamic programming and reinforcement learning, and their ability to extend their knowledge in dynamic programming and reinforcement learning.	High	Significant	Moderate	Basic	Not even reaching marginal levels

**Part III Other Information** (more details can be provided separately in the teaching plan)

**1. Keyword Syllabus**

*(An indication of the key topics of the course.)*

Dynamic programming, Markov decision processes, temporal-difference learning, value approximation, policy approximation, Q learning, bandit problems

**2. Reading List**

**2.1 Compulsory Readings**

*(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)*

1.	Richard S. Sutton and Andrew G. Barto, Reinforcement Learning: An Introduction
2.	Lecture Notes and Slides

**2.2 Additional Readings**

*(Additional references for students to learn to expand their knowledge about the subject.)*

NIL

1.	Dimitris Bertsimas. Dynamic Programming and Optimal Control
2.	Csaba Szepesvári, Algorithms for Reinforcement Learning
3.	Dimitris Bertsimas. Reinforcement Learning and Optimal Control